REBEL RAIDERS™
OPERATION NIGHTHAWK

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

KANDO®

XS games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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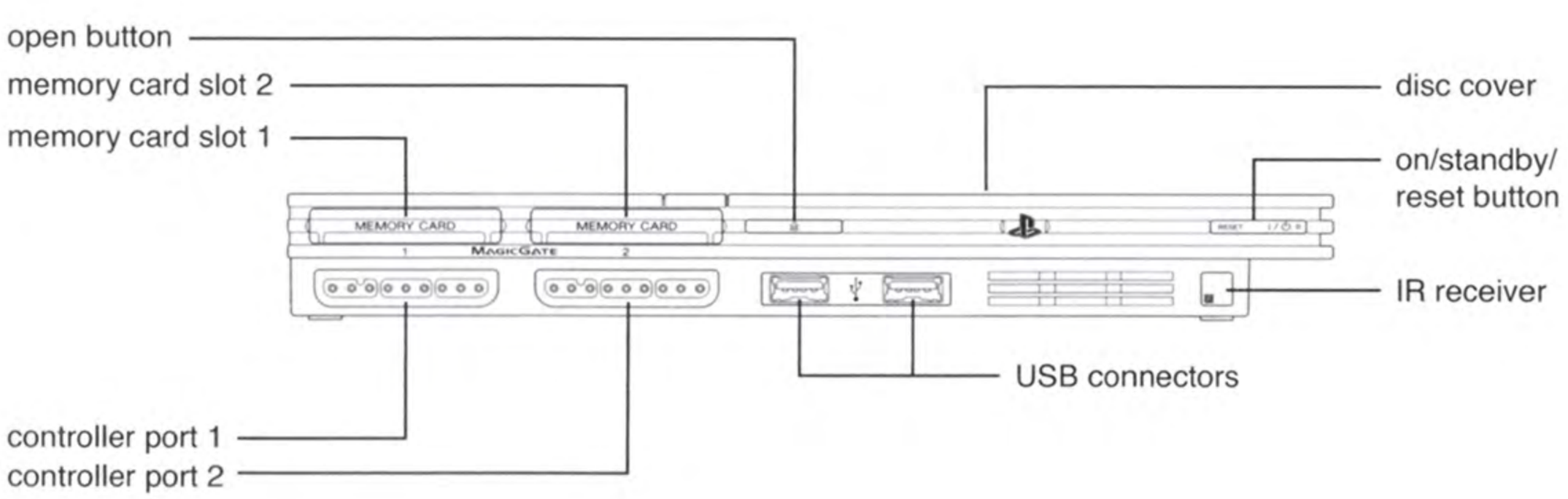
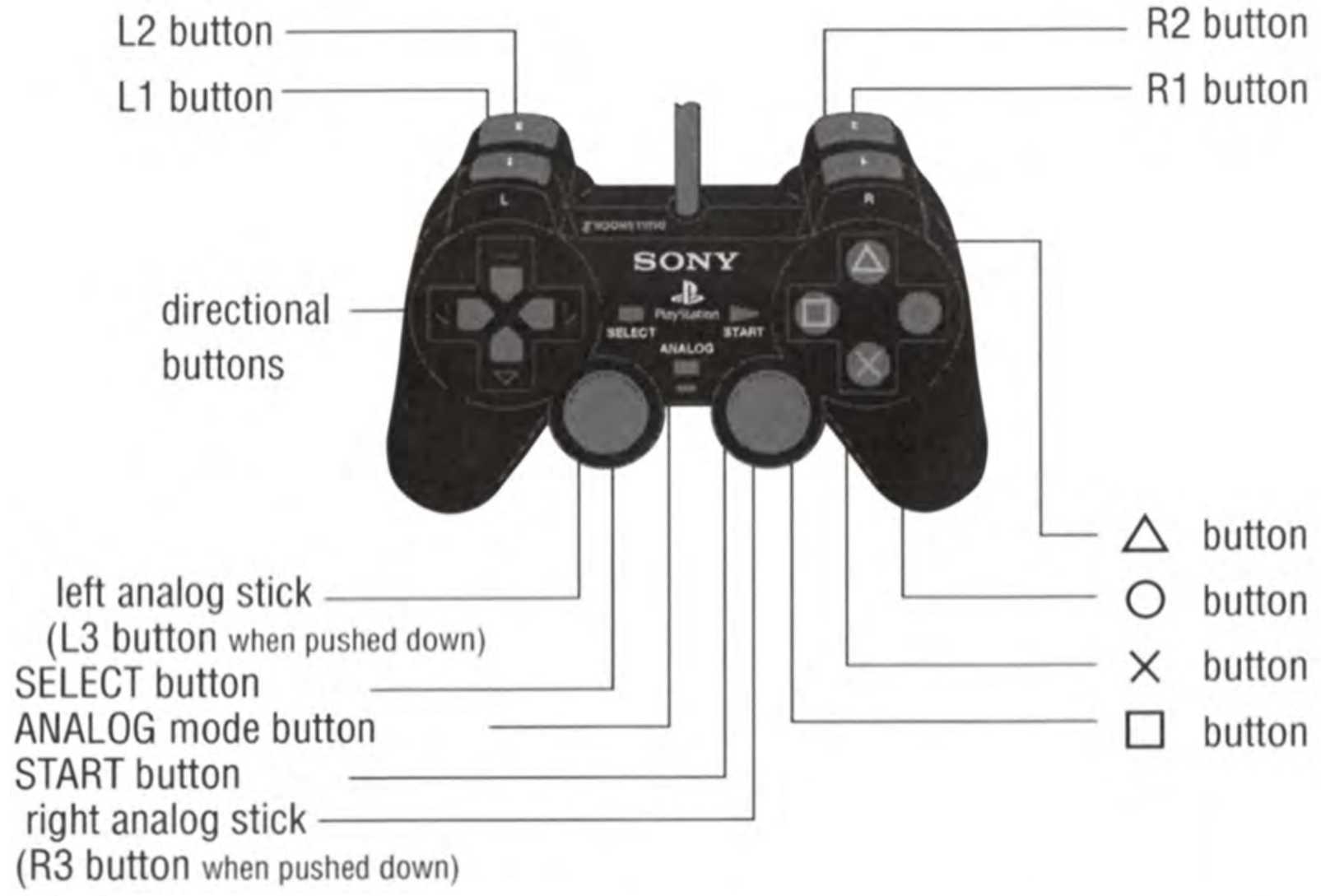
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Rebel Raiders™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



REBEL RAIDERS: OPERATION NIGHTHAWK™ supports the DUALSHOCK®2 analog controller.
DUALSHOCK®2 analog controller Default Settings

L1 Button - Roll Maneuver
L2 Button - Low Speed
R1 Button - High Speed
R2 Button - Maximum Speed

△ Button - Special Weapon Mode Toggle
○ Button - Reload
× Button - Gun Fire/Special Weapon Fire
□ Button - Main Weapon Fire

Left Analog Stick - Aircraft Control
SELECT Button - Not used
Right Analog Stick Up - Accelerate
Right Analog Stick Down - Brake
START Button - Pause

INTRODUCTION

REBEL RAIDERS: OPERATION NIGHTHAWK™ is the latest in air combat arcade games.

Using cinematographic production techniques, **REBEL RAIDERS: OPERATION NIGHTHAWK**™ places you in the very heart of air battles of titanic proportions.

The game is set in the near future. The planetary nations have joined to form the "Union of World Nations" (UWN). Over time, this corrupt government became more and more inhuman and tyrannical. A few nations decided to reclaim their independence and established the Alliance of Independent States (AIS). A devastating armed conflict has been unfolding...

You are a topnotch pilot who took the side of the rebels early on. You are an outstanding and valuable member of the Alliance of Independent States Air Force" (AISAF). As the head of the Ghost Squadron, you lead a handful of brave but inexperienced rookie pilots.

REBEL RAIDERS: OPERATION NIGHTHAWK™ puts you at the head of a squadron of pilots engaged in colossal air conflicts in the midst of vast natural scenery.

BEGIN GAME SCREEN

Press the START button when you are at the Title Screen to display the Begin Game screen.

NEW GAME: Select this option to begin a new game. Then, follow the instructions to enter your name and create a new game.

LOAD GAME: Choose this option to load a game previously saved on your memory card (8MB)(for PlayStation®2). Next, choose the game you want to load and follow the instructions.

MAIN MENU

When the game is launched, you will arrive at the Main Menu.

CONTINUE: Choose this option to continue to play and reach the Mission Selection Screen.

SAVE GAME: Select this option to save your game on your memory card (8MB)(for PlayStation®2). Your settings, such as screen position and controller configuration, will be saved as you progress through the game. There are six available files for saved games. If you select a file already containing data, a message will ask if you are sure you want to erase it.

OPTIONS: This menu lets you adjust various game settings.

CREDITS: If you select this option, you can see the names of the people who participated in developing **REBEL RAIDERS: OPERATION NIGHTHAWK™**.

QUIT: Choose this option to return to the Begin Game Screen.
Attention: Any unsaved data will be lost.

OPTIONS

MUSIC VOLUME: Adjusts the volume of the music.

EFFECT VOLUME: Adjusts the volume of the sound effects.

VOICE VOLUME: Adjusts the volume of the voices.

INVERT Y AXIS: Activate (ON) or deactivate (OFF) this option to configure the up/down commands on your left analog stick (activated by default).

VIBRATION: Activate (ON) or deactivate (OFF) the vibration function of your DUALSHOCK®2 analog controller.

ADJUST SCREEN: Adjusts the game screen on your television screen.

THE MISSIONS

REBEL RAIDERS: OPERATION NIGHTHAWK™ contains 16 missions divided into four chapters along with an introduction.

MISSION SELECTION SCREEN

From this screen you can select the next mission in which you wish to participate. When you reach a new chapter, the first three missions are accessible. You can carry them out in any order. The final mission in each chapter does not become available until you have successfully completed the previous three missions. Each time you successfully complete a mission, a screen shows you the missions that have become available.

Note: You can replay missions you completed successfully as many times as you wish.

LOCKED MISSIONS

Some of the game missions are locked. To unlock them, you must successfully complete a challenge (see the CHALLENGES section). The challenge you must successfully complete to unlock the mission is indicated underneath each locked mission.

AIRCRAFT SELECTION SCREEN

This screen lets you choose the aircraft that is most appropriate for the mission you are preparing to launch. The planes available in your hangar and adapted to the particular mission will appear. The weapons each plane is armed with are shown at the bottom of the screen. Use the directional buttons to select the one you prefer and validate with the ⊗ button to start the mission.

Note: In some cases, a single specific plane will be assigned to you. As you progress through the adventure, you will successively be assigned new aircrafts. You may also acquire extra aircrafts as you successfully complete the challenges.

TUTORIAL

The purpose of this mission is to familiarize you with the commands of the aircraft. Follow the step-by-step instructions given by the instructor to progressively discover how to pilot the planes, operate the weapons, and finally engage in real air combat. During this mission, an icon will regularly appear on the screen to show you which buttons to press.

The only aircraft available for the tutorial mission is the YV-21. You will be able to learn how to control the basic weapons of the game, the gun, the missiles and the multi-missiles (see the WEAPONS section).

Note: Other planes available in the game are equipped with different weapons (see the WEAPONS section for more details on how to control the other weapons).

Training is indispensable for beginning players to help them learn the commands and enjoy **REBEL RAIDERS: OPERATION NIGHTHAWK**™ to the maximum.

Note: Other planes available in the game are equipped with different weapons (see the WEAPONS section for more details on how to control the other weapons).

CHALLENGES

REBEL RAIDERS: OPERATION NIGHTHAWK™ contains 16 different challenges, one per mission.

THE CHALLENGES SCREEN

On the Mission Selection screen, select CHALLENGES to go to the Challenges screen. The purpose of the challenges are to help you advance and learn how to control all the weapons of the game. Carrying out a challenge involves replaying a mission you have already successfully completed, but under particular conditions, and with a specific goal. Be sure to read the description of each challenge carefully before getting started.

UNAVAILABE CHALLENGES

New challenges will become available as you progress through the adventure. Each time you successfully complete a mission, a screen will show you the challenges that become available. Be sure to regularly go back to the Challenges Screen to check out which challenges you have access to.

REWARDS

Each time you succeed at a challenge, you will receive a reward. For most of the challenges you will be able to win new aircrafts. In some cases, successfully completing a challenge will allow you to unlock a mission and to progress in the adventure.

GAME OVER

You can fail at a mission for several reasons:
- If damage to your aircraft exceeds 100%.
- If all your wingmen are shot down.

During a challenge, you can also fail if:
- Your time is up.
- You haven't accomplished the objectives of your mission.

INSTRUMENT PANEL OF YOUR FIGHTER

(1)SHIELD GAUGE: Your aircraft has a shield that can withstand a certain amount of damage. Your shield is damaged each time you are hit by a missile or an enemy air blast. This gauge indicates the current state of your shield. At 99% your shield is intact. But if your Shield Gauge falls to 0%, your aircraft is destroyed and the mission has failed. Your Shield Gauge increases a small amount each time you destroy an enemy target.

(2)ENERGY GAUGE: This gauge indicates the amount of energy available for the Special Weapon of your aircraft. When this gauge is red and indicates "Energy Low," you do not have enough power left to use your Special Weapon. Your Energy Gauge increases a small amount each time you destroy an enemy target.

(3)AMMUNITION OF THE GUN AND THE PRIMARY WEAPON: Ammunition for the Gun and Primary Weapon is limited, but you can reload them at any time. The number of reloads is unlimited. The amount of ammunition remaining for each of the two weapons is indicated at the right of the screen.

(4)SQUADRON: During most of the missions, you will be accompanied by wingmen who provide you with backup. The wingmen are completely independent. They are capable of shooting down enemy aircrafts. They are also likely to take damage. The number of wingmen in flight is indicated at the left of the screen. For each wingman there is a corresponding airplane icon. Each time one of your wingmen is shot down, its icon disappears and the wingman counter goes down.
Attention: If you lose all your wingmen, the mission fails.

(5)AVAILABLE MISSILE INDICATOR: The number of missiles capable of being fired simultaneously is limited to eight. The bars on this indicator show the number of missiles that you can still fire. When no bar appears, you cannot fire a missile.

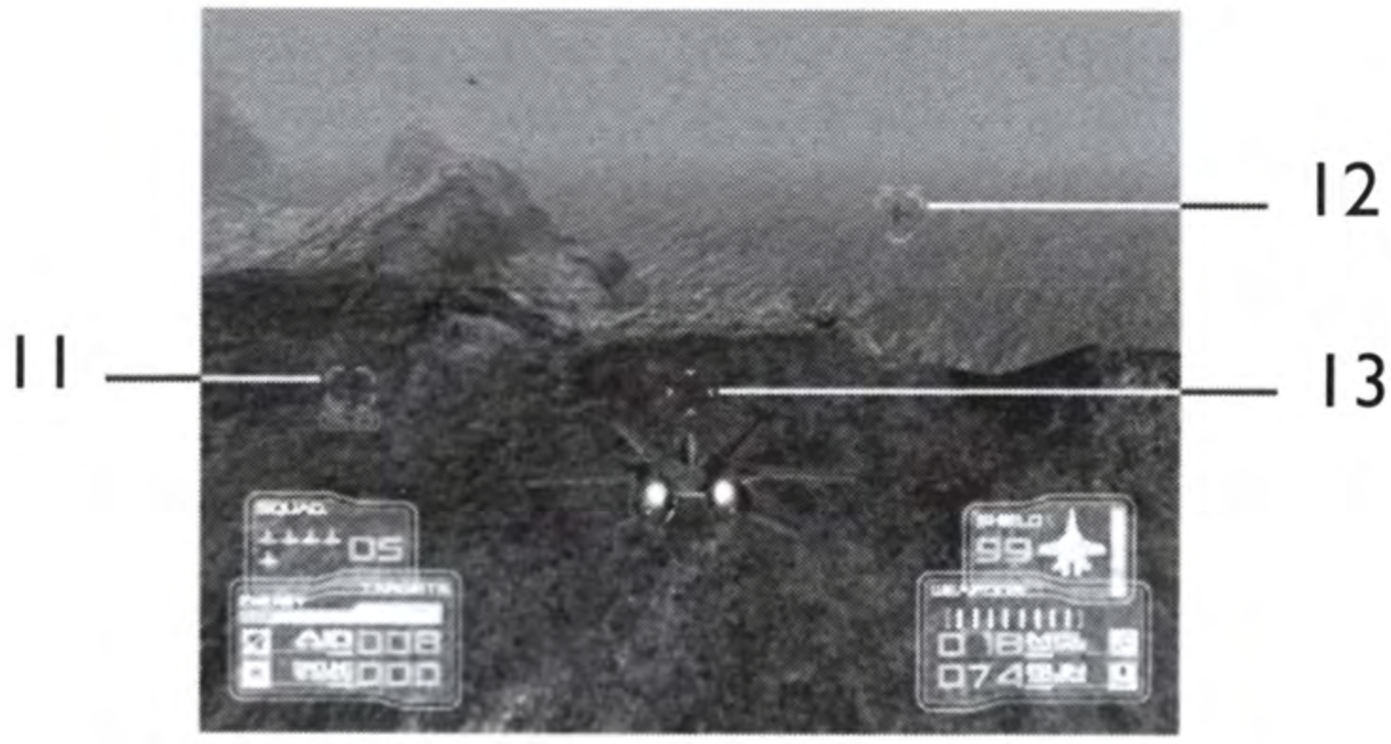
(6)DESTROYED TARGET COUNTER: The number of targets destroyed since the beginning of the mission is indicated in the lower left-hand side of the screen. There are two separate counters, one for airborne targets and another for targets on the ground.

(7)OBJECTIVE INDICATOR: An indicator appears around your aircraft to show you the nearest objective.

(8)AIRBORNE TARGET MARKER: A green marker surrounds the enemy air targets to help you locate them. When these targets represent mission objectives, the marker is orange.

(9)GROUND TARGET MARKER: An orange marker surrounds the targets on enemy ground to help you locate them.

(10)COUNTDOWN: When you are on a mission with a time limit (a challenge), a countdown appears in the center of the screen.



(11)MARKER FOR TARGETS HIT BY GUN STRIKE ONLY: Some targets can only be hit with the gun. In this case, a specific marker indicating "GUN" will encircle them.

(12)WINGMEN MARKER: A blue marker with the "ALLY" indicator encircles your wingmen to help you locate them.

(13)HAIR CROSS: This indicator lets you aim with precision. Its form changes depending on how you are armed: with Conventional Weapons or Special Weapons.

PAUSE MENU

Press the START button during the mission to display the Pause Menu and access the following options:

RESUME MISSION: To restart the mission where you were when you were interrupted.

ABORT MISSION: To immediately terminate the mission and return to the Select Mission Screen.

OPTIONS: This menu lets you adjust various game settings.

MUSIC VOLUME: Adjusts the volume of the music.

EFFECT VOLUME: Adjusts the volume of the sound effects.

VOICE VOLUME: Adjusts the volume of the voices.

INVERT Y AXIS: Activate (ON) or deactivate (OFF) this option to configure the up/down commands on your left analog stick (activated by default).

VIBRATION: Activate (ON) or deactivate (OFF) the vibration function of your DUALSHOCK®2 analog controller.

SAVING AT THE END OF THE MISSION

When you have successfully completed a mission, a screen will appear asking if you want to save your game. Select "yes" to save your game on your memory card (8MB)(for PlayStation®2). There are six available files for saved games. If you select a file already containing data, a message will ask if you are sure you want to erase it.

FLYING TECHNIQUES

In **REBEL RAIDERS:OPERATION NIGHTHAWK**™, piloting planes has been highly simplified so that you can concentrate on the combat, skimming the ground at high speed without fear.

To descend, you must take a dive by pointing the nose of the aircraft toward the ground. To do this, press the left analog stick .
To ascend, you must turn the aircraft's nose up toward the sky. To do this, pull the left analog stick toward you.
To turn, you only need to push the left analog stick in the direction in which you wish to go. The aircraft will tilt upward by itself to turn.

NORMAL SPEED: Speed control has also been simplified. Your aircraft flies at a default cruising velocity allowing you to handle most combat situations.

RAPID SPEED: By holding down the R1 button, the aircraft will accelerate until it reaches High Speed. This speed lets you stay in the six o'clock of some enemies that are faster than others.

MAXIMUM SPEED: By holding down the R2 button, the aircraft will continue to accelerate and will reach Maximum Speed. At this speed you can quickly reach a distant objective or catch up with an enemy more easily.
Attention: The faster your aircraft flies, the larger its turning radius will become when turning. It should, therefore, be maneuvered at high speed.

BRAKING: By holding down the L2 button, the aircraft will brake suddenly and fall to a minimal speed. At this speed, your aircraft is more maneuverable and will turn more rapidly. Use the brake for tight turns or for a 180 degree turn when you are crossing enemy aircrafts. The low speed is also very useful to adjust to a target on the ground.
Attention: Unlike the other speeds, you can only remain in low speed for a limited time.

DODGING: By pressing the L1 button, your aircraft will rapidly roll toward the right or the left. The dodge is the only solution to get out of the way of a missile heading toward you. Once the missile is in your six o'clock position, it will head toward you slowly and then suddenly accelerate. The flame of the missile will change color at the time of acceleration. Wait until the missile accelerates, and then press the L1 button to get away.
Attention: If you dodge too soon, before the missile accelerates, the missile will remain in your six o'clock position.

BOMBER: When you pilot a bomber, instead of using the dodge maneuver, you have a weapon that lets you destroy missiles. This weapon has the same restrictions as the dodge. It can only destroy missiles when their flames change color.

WEAPONS

In **REBEL RAIDERS: OPERATION NIGHTHAWK**™, the aircrafts contain three weapons, equipping you for any situation. Apart from the Gun, which is available on all aircrafts, each airplane has a Primary Weapon and a Special Weapon.

GUN: To fire a Gun, press the ⊗ button. This is a long-range weapon that shoots projectiles in rapid fire. Each projectile causes only minimal damage. There is no particular target locking system, but there is some sighting assistance.
Attention: Some targets can only be hit with the gun.

RELOADING: You can reload your weapons at any time by pressing the ◉ button. When you begin to reload, the Gun and the Primary Weapon reload simultaneously.
Attention: Reloading takes time, during which you won't be able to use either of the weapons.

PRIMARY WEAPONS

To open fire with the Primary Weapon, press the ◙ button.

MISSILES: This is a medium-range weapon, and is easy to use. Wait until a red marker appears, indicating that a target is locked on, and open fire. Once fired, the missile automatically follows the designated target.
Note: Several targets can be locked simultaneously.

SHOTGUN: An instant short-range weapon that causes major damage. Approach the target and aim with precision. When the marker turns red, you can fire.
Attention: This weapon has a slow rate of fire.
Note: The shotgun is a very effective weapon, but you have to use precision piloting.

GUIDED MISSILES (RC-MISSILES): Missiles are weapons that cause major damage, but require you to keep your target in view. Once launched, these missiles redirect continuously toward every target you take aim at. That means you can open fire without taking the time to lock on a target. However, to hit a target, you have to keep it in the gun sight until the missile reaches it. The target marker sighted turns red to indicate that the missile is headed toward it. If you do not sight a target, the missile will self-destruct within a few seconds.
Tip: The most effective way to use this weapon is to fire before locking on the target. In this way, the missiles will be very close to their objectives when the target is locked on and it will take much less time to reach them.

SPECIAL WEAPONS

Use the △ button to activate the Special Weapon. The crosshair changes to indicate that you are entering into a special mode.
Attention: In this mode, you cannot use your conventional weapons. You will need to again press the ⊗ button to return to normal mode and have access to its conventional weapons.
When you are in Special Weapons mode, press the ⊗ button to open fire. The Special Weapons cause major damage, but consume energy. When your Energy Gauge is too low, you cannot use your Special Weapons.

MULTI-MISSILES: Six high-speed missiles can be directed toward a single target. Wait until you have locked on a target. A red diamond will appear as confirmation. Next hold down the ⊗ button to "load" the Multi-Missiles. Once the weapon is charged, release the ⊗ button to fire six ultra-rapid missiles and destroy your target in one hit.

BACKFIRE MISSILES: This weapon lets you open fire on targets situated behind you. When you press the △ button to activate this special weapon, a rear view is activated. Wait until you have locked on to the targets. Then open fire, shooting up to eight missiles at multiple targets.

SMART BOMB: This weapon lets you hit a large number of targets simultaneously. Sighting is manual. There is no system for locking on a target or for assistance in taking a sighting. Press the ⊗ button to fire a long-range projectile that goes off in a straight line. Press the ⊗ button again to blow up the projectile and create a massive flash fire. All the targets located in the area of the flash fire will be damaged.
Attention: Some airplanes are not equipped with a Special Weapon or Gun. In this case, to fire with the Special Weapon, you must press the ■ button.

AIRCRAFT

There are four classes of aircrafts. In each class, there are several models based on the standard aircraft. There are a total of 22 aircrafts in the game.

CLASS 1: F6E

This is the standard airplane of the Alliance. (It also exists as a special model equipped only with double guns.) All the wingmen are equipped with it. The F6E is equipped with the Shotgun, which may seem antiquated compared with the weapons using newer technologies, but this weapon remains the most fearsome in close combat.

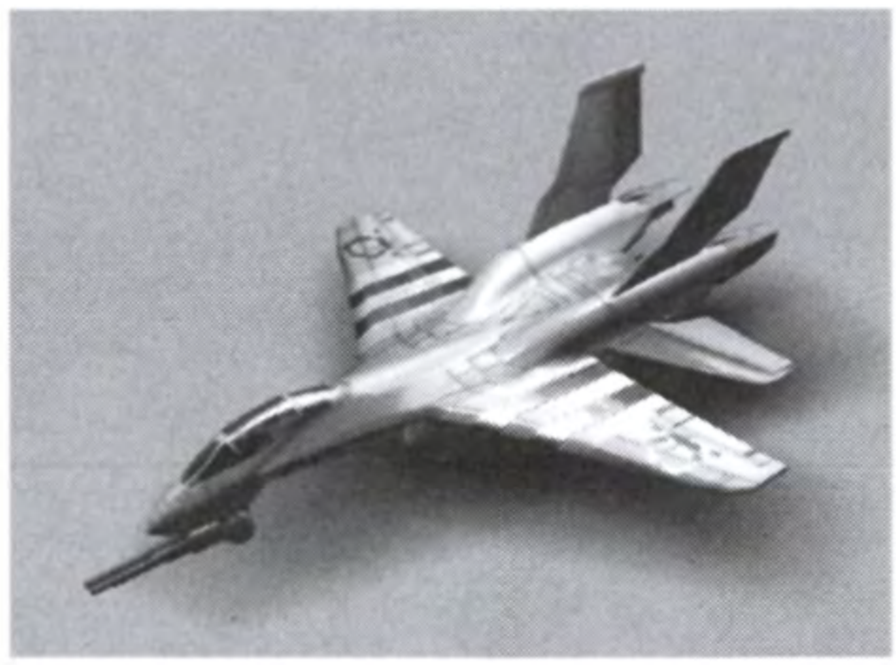
CLASS 2:YV-21

This is the new fighter of the Alliance. Only the elite pilots fly this aircraft. With its homing missiles, the YV-21 makes it possible for the Alliance to stand up to the fighters of the UWN.

AIRCRAFT

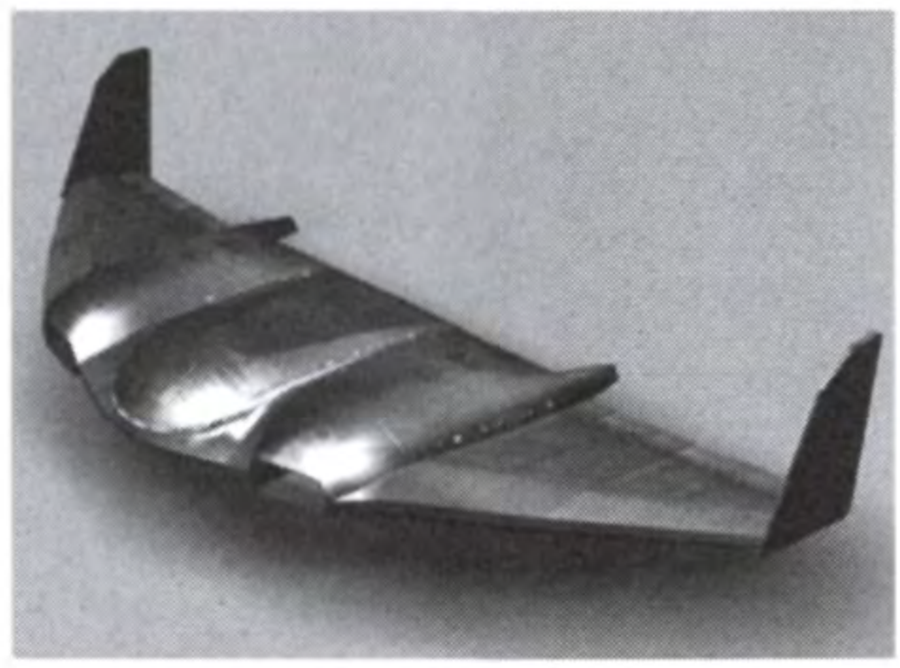
CLASS 3: FA/12

This is a prototype utilizing completely new weapons technology. Only hardened pilots will appreciate its true value.



CLASS 4: B-66

The Alliance has developed its own bomber with a design and functions that are mostly copied from UWN bombers. Far less maneuverable than a fighter, but much more powerful, this aircraft is still in the test phase and the Alliance only uses it for very specific missions.



NOTES

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REBEL RAIDERS [OPERATION NIGHTHAWK]

NOTES

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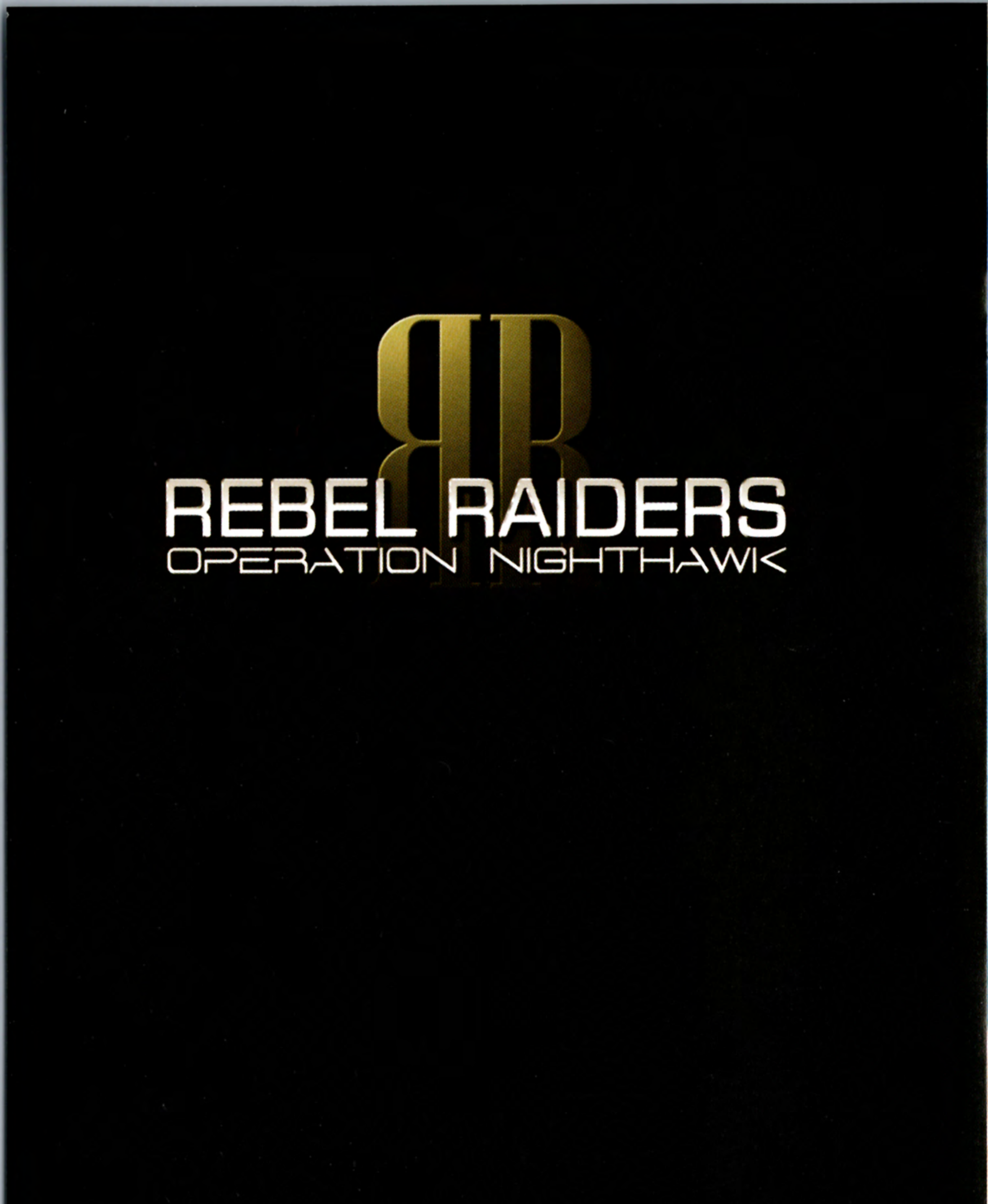

REBEL RAIDERS
OPERATION NIGHTHAWK

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